FOLDOVER AREA.
EXTEND ARTWORK TO EDGE.

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FACTS IN FIVE
is the stimulating game of knowledge which pits players against time—and each other. Final results of each player's memory searching can result in spirited discussions and even a laugh or two. Brisk competition reveals player's abilities for quick recall of facts.
In each round, players select five classes and categories of subject matter from more than 1,000 choices of popular and academic subjects. In five minutes players must fill in as many of their twenty-five Playcard blanks as possible with words or phrases that fit the selected class and category. The unique scoring system distinguishes between players general and special abilities and allows for winners in each of three classifications.
FACTS IN FIVE is for one to five players—special rules permit children to compete with adults. As a party game, any number can play.
Bookshelf case contains Class Cards, Letter Tiles, Master Score Card and Playcard sheets, Timer and instructions.
The Avalon Hill Game Company
4 0 45708 00260 FACTS IN FIVE

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DEFINITIONS

- **Bleed line** Artwork that extends to the edge of the card must extend to the bleed line.
- **Trim line** This is the final size of your box.
- **Safe Zone** All important content should be inside this line to account for a minor trimming variance.